



## SDF Funding

Employers who wish to apply for SDF funding must submit the SDF Form 1 to SDF at least one working day before course start date.

Download the form at [www.sdf.gov.sg](http://www.sdf.gov.sg) or request for a copy by calling the **SDF Hotline on 68835885**.

## Registration & Payment

- Walk-in at the Customer Service Centres
- Apply online at [www.ite.edu.sg/cet/sc/online.htm](http://www.ite.edu.sg/cet/sc/online.htm)
- Post the application form to us

Payment is required for confirmation of place. Crossed cheques should be made payable to 'Institute of Technical Education. At the back of the cheque, please write your name, NRIC/FIN, course title and contact number.

Closing date: 1 month before course start date or when the class is full.

## Withdrawal & Deferment

Withdrawal or deferment notice must be made in **writing** :

- 2 weeks or more before course start date - Full refund
- Less than 2 weeks before course start date - 50% refund
- On or after course start date - No refund

In the event that the course is cancelled due to unforeseen circumstances, full refund will be given.

# 3D STUDIO MAX FUNDAMENTALS (Version 2009)

## Objective

Upon completion of this course, participants will be able to:

- Describe the basics of 3D Modeling
- Create 3D objects using various techniques
- Add materials to 3D objects
- Add light and camera to the 3D scene
- Animate the 3D scene
- Render the 3D animation into digital movie

## Who Should Attend

The course is aimed at those who wish to learn 3D Studio Max in creating 3D animated objects. Participants should preferably be able to create simple PowerPoint presentations and be familiar with the Internet.

## Content

### Getting Started

- Using the 3D Studio Max window
- Special controls right-click menu & starting 3DS Max from the command line

### Viewing and Navigating 3D Space

- General viewport concepts
- Understanding perspective views and using standard view navigation
- Setting viewport layout and controlling viewport rendering
- Zooming, panning and rotating views, and navigating camera and light views

### Selecting Objects

- Introducing object selection and basics of selecting objects
- Selecting by region, by name and names selection sets
- Freezing and unfreezing objects

### Using Transforms

- Applying transforms, moving and rotating objects, scaling objects
- Transform gizmo and animating transforms
- Aligning objects and setting standard snaps

### Basics of Creating and Modifying Objects

- Using the create panel and identifying basic building blocks
- Creating an object using modify panel, modifier types and using the modifier stack
- Editing and using the stack modifying at sub-object level

### Creating Copies and Arrays

- Techniques for Cloning Objects and using Shift-Clone with Shift-Move
- Understanding object copies, instances and references
- Creating linear, circular and spiral arrays, and mirroring objects

### Animation Concepts and Methods

- Using the animate button, viewing and copying transform keys
- Controlling time setting and moving through time
- Choosing a frame rate and playback speed

### Cameras, Lights and Rendering

- Types of cameras
- Placing, modifying and animating cameras
- Lights basics and types
- Placing, modifying and animating lights
- Types of rendering and rendering outputs

## Course Details

Duration : 30 hours (10 sessions) / [Theory - 9 hours, Practical - 21 hours]  
Total fee : \$420 (inclusive of GST and registration fee)  
Schedule : See our website for details or call us for more information